

Changes to original documents

Project Specification and Plan

6/11/2006	For requirement describing what the AI of enemies must be based on (Requirement 8.4) the following changes were made: <ul style="list-style-type: none"> • Phrase <i>finite-state machine</i> is replaced with <i>model</i> as clients may not understand finite-state machine. • Base model only applies to enemies and not characters. • Description of base model changed to clearly relate to diagram.
6/11/2006	Contents page changed to be consistent with other documents.
20/11/2006	References updated to clearly relate to text and Background Bibliography section created. Contents page updated.
31/01/2007	Added statement of plan for spring vacation.
20/02/2007	Added that development of game must show standard software engineering techniques. Problem definition re-worded.
27/02/2007	Complete re-formatting. Project requirements and objectives separated from game requirements as recommended by supervisor. Contents page updated.
12/03/2007	Short description of games in context survey added. Quote about gaming industry being big business put at top of problem definition.
13/03/2007	More explanation of choice of game genre. Paragraph with example educational game removed. Re-formatted and contents page updated.

Literature review and system design

20/11/2006	References updated to clearly relate to text and Background Bibliography section created. Contents page updated.
20/11/2006	Inclusion of part 4 detailing how the game will be tested. Contents page updated.
24/11/2006	Adding statement of how menus and other none gameplay screens are controlled.
22/01/2007	Included risk analysis table. Contents page updated.
24/01/2007	Added statement that all collected items can be dropped and collected again later.
25/01/2007	Added description of credits screen. Added reference to high-level flow control diagram. Contents page updated.

26/01/2007	Included a description of what happens when the playable character dies as a result of sleeping.
30/01/2007	Added "If time is short the conversation screens can be replaced by default Game Maker message boxes."
31/01/2007	Included short description of alternative game development environment and compared to Game Maker. Changed some diagrams and words to keep document consistent. Updated contents page.
11/02/2007	Added to description of finite-state machine of Rot that if player moves out of visible radius of Rot then Rot switches back to searching state. Rot switches back to wandering state when playable character is killed.
17/02/2007	Change finite-state machine of survivors to switch back to the stationary state from the moving state after a random period of time.
19/02/2007	'Fear effects' will not get more frequent at higher-levels of fear. Contents page updated.
22/02/2007	Complete change of finite-state machine for survivors.
08/03/2007	Added to 'Fear effects' that after sleeping all remaining items that are not actually there are destroyed.
23/03/2007	Included section "Being attacked" about what happens when the playable character collides with a Rot. Also added "Saving and loading" section explaining how the user saves the game. Contents page updated.
30/03/2007	Increase of Fear stat by seeing Rot referred to "Detailed Design" document. I thought design of how it is done too low-level for the submitted design document.
05/04/2007	'Fear effect' that was to increase speed of all Rot and survivors removed as caused AI not to work correctly when implemented. Also it affected the game more than just the user. 'Fear effects' were intended only to affect the user psychologically.